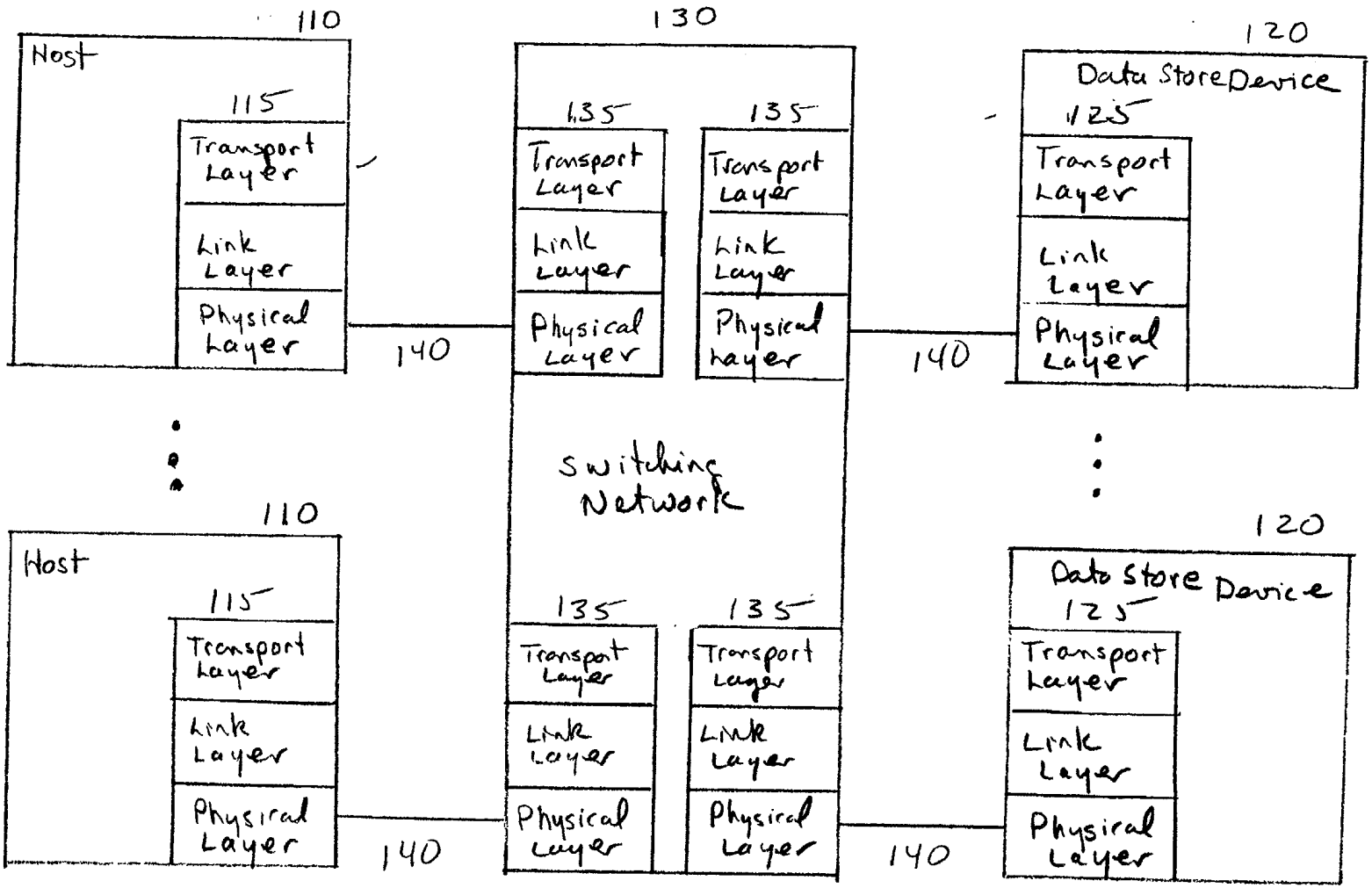

110
Host
115
Transport Layer
Link Layer
Physical Layer
140
130
135
Transport Layer
Link Layer
Physical Layer
135
Transport Layer
Link Layer
Physical Layer
140
120
Data Store Device
125
Transport Layer
Link Layer
Physical Layer
Switching Network
110
Host
115
Transport Layer
Link Layer
Physical Layer
140
135
Transport Layer
Link Layer
Physical Layer
135
Transport Layer
Link Layer
Physical Layer
140
120
Data Store Device
125
Transport Layer
Link Layer
Physical Layer

Fig 1

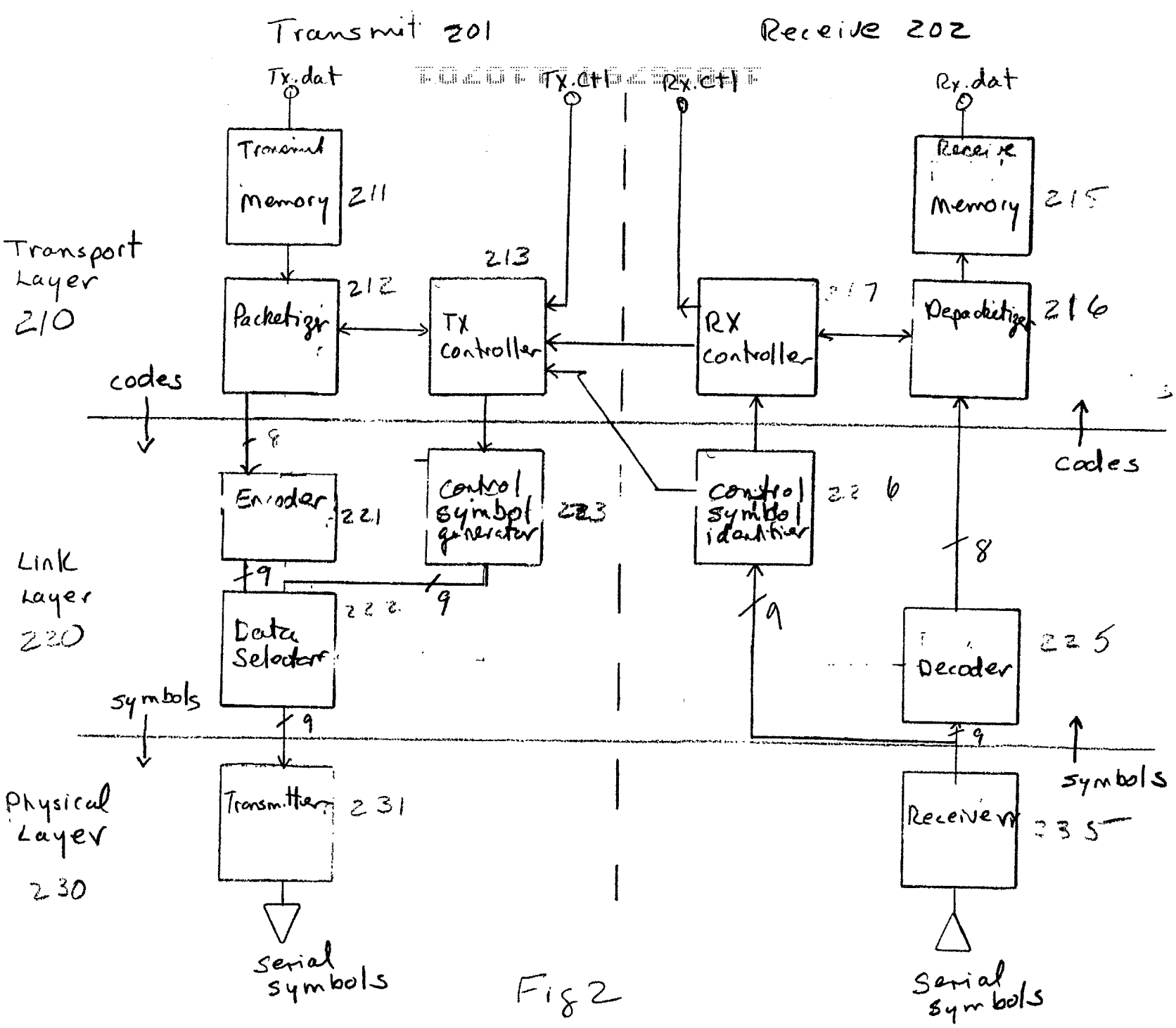

Transmit 201
Receive 202
Tx.dat
Tx.Ctl
Rx.Ctl
Rx.dat
Transmit Memory
211
Receive Memory
215
Transport Layer
210
213
Packetizer
212
TX Controller
RX Controller
217
Depacketizer
216
codes
codes
8
Encoder
221
Control symbol generator
223
Control symbol identifier
226
Link Layer
220
9
9
9
8
Data Selector
222
Decoder
225
symbols
symbols
Physical Layer
230
Transmitter
231
Receiver
235
Serial symbols
Serial symbols

Fig 2

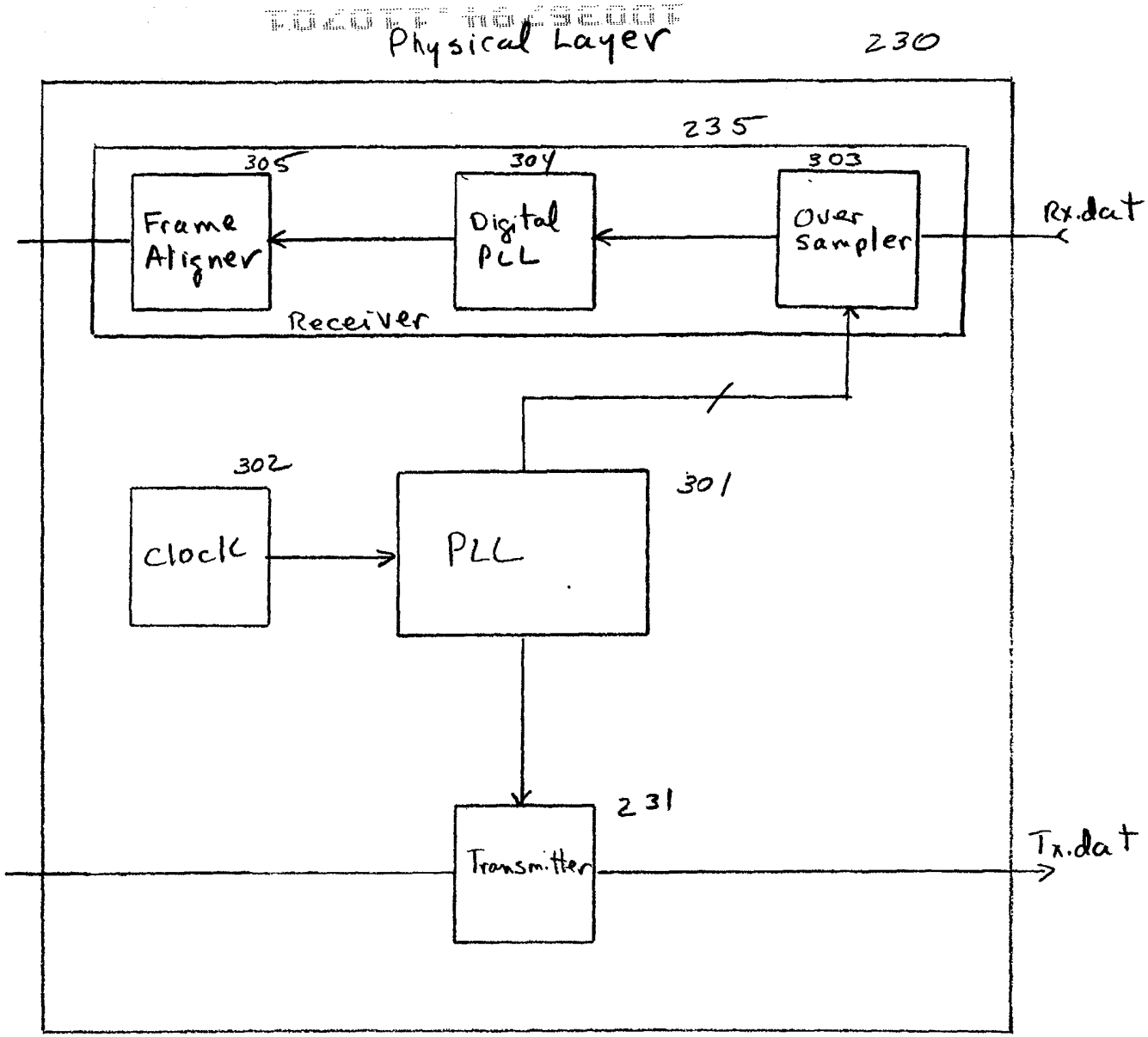

Physical Layer
230
235
305
304
303
Frame Aligner
Digital PLL
Over sampler
Rx.dat
Receiver
302
clock
PLL
301
231
Transmitter
Tx.dat

Fig 3

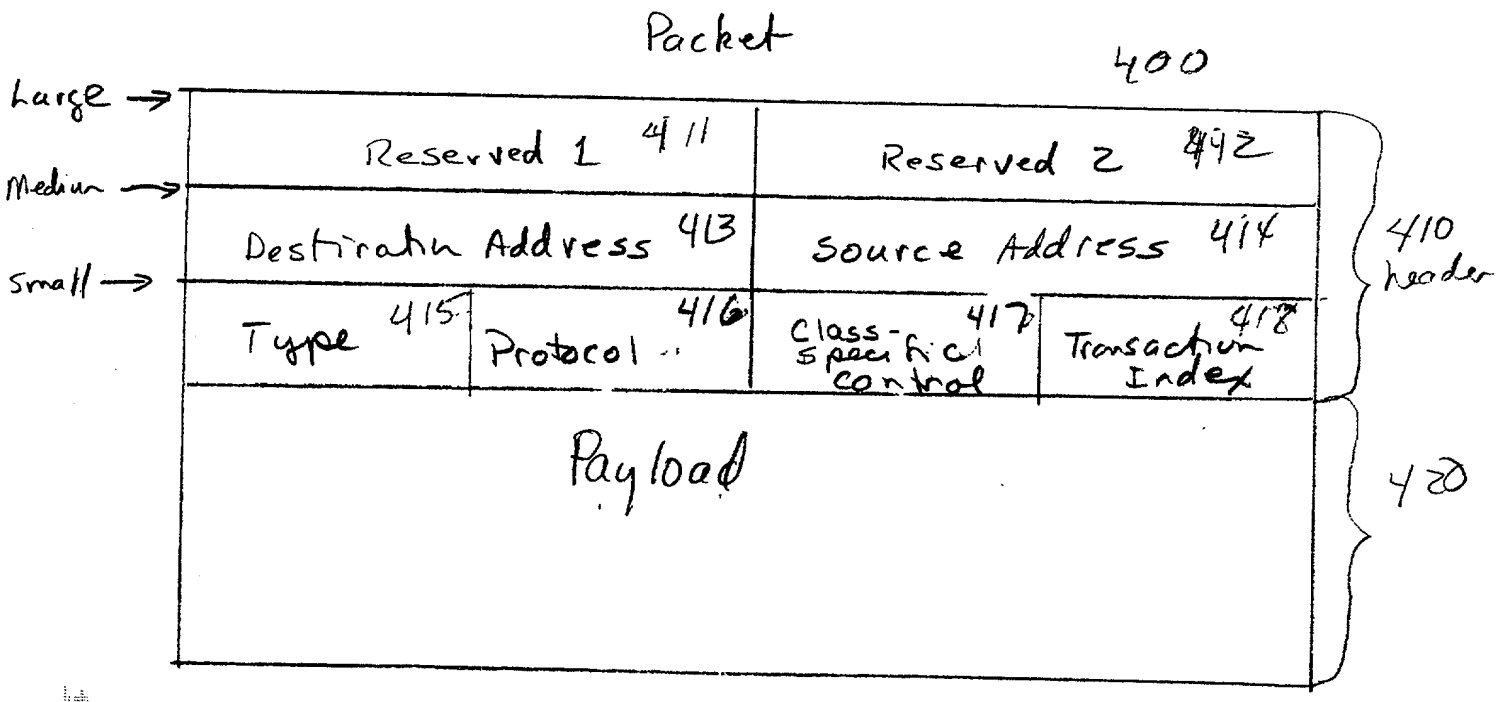

Packet
400
Large
Medium
Small
Reserved 1
411
Reserved 2
412
Destination Address
413
Source Address
414
Type
415
Protocol
416
Class-specific control
417
Transaction Index
418
410 header
Payload
420

Fig 4

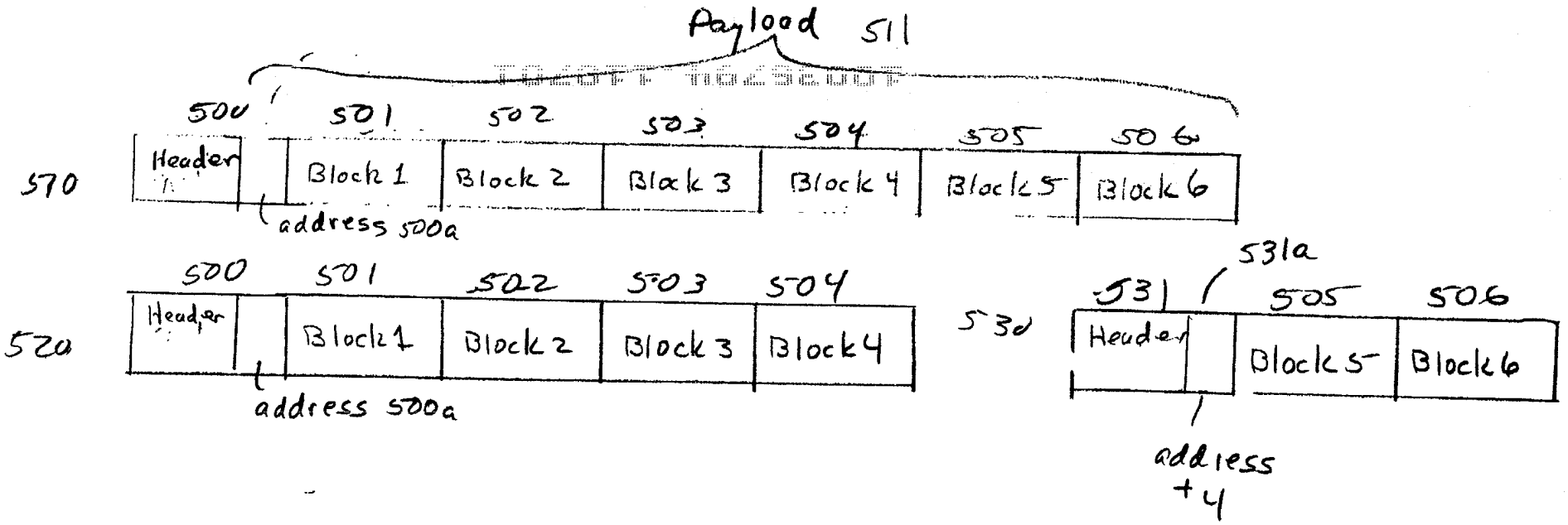

Payload 511
500
501
502
503
504
505
506
570
Header
Block 1
Block 2
Block 3
Block 4
Block 5
Block 6
address 500a
500
501
502
503
504
520
Header
Block 1
Block 2
Block 3
Block 4
address 500a
531a
531
505
506
530
Header
Block 5
Block 6
address
+4

Fig 5

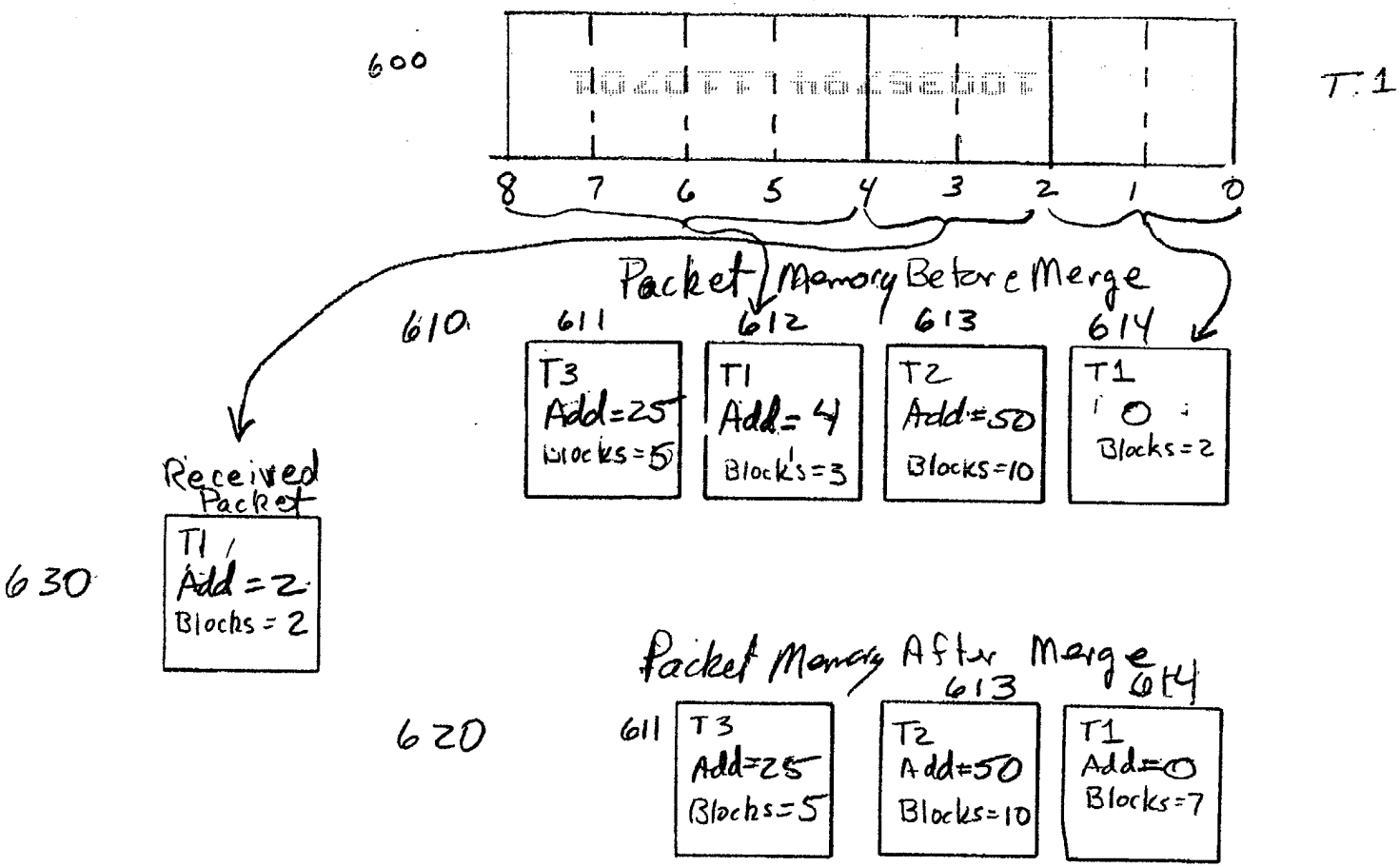

600
T1
8 7 6 5 4 3 2 1 0
Packet Memory Before Merge
610
611
612
613
614
T3
Add=25
Blocks=5
T1
Add=4
Blocks=3
T2
Add=50
Blocks=10
T1
Add=0
Blocks=2
Received Packet
630
T1
Add=2
Blocks=2
Packet Memory After Merge
620
611
613
614
T3
Add=25
Blocks=5
T2
Add=50
Blocks=10
T1
Add=0
Blocks=7

Fig 6

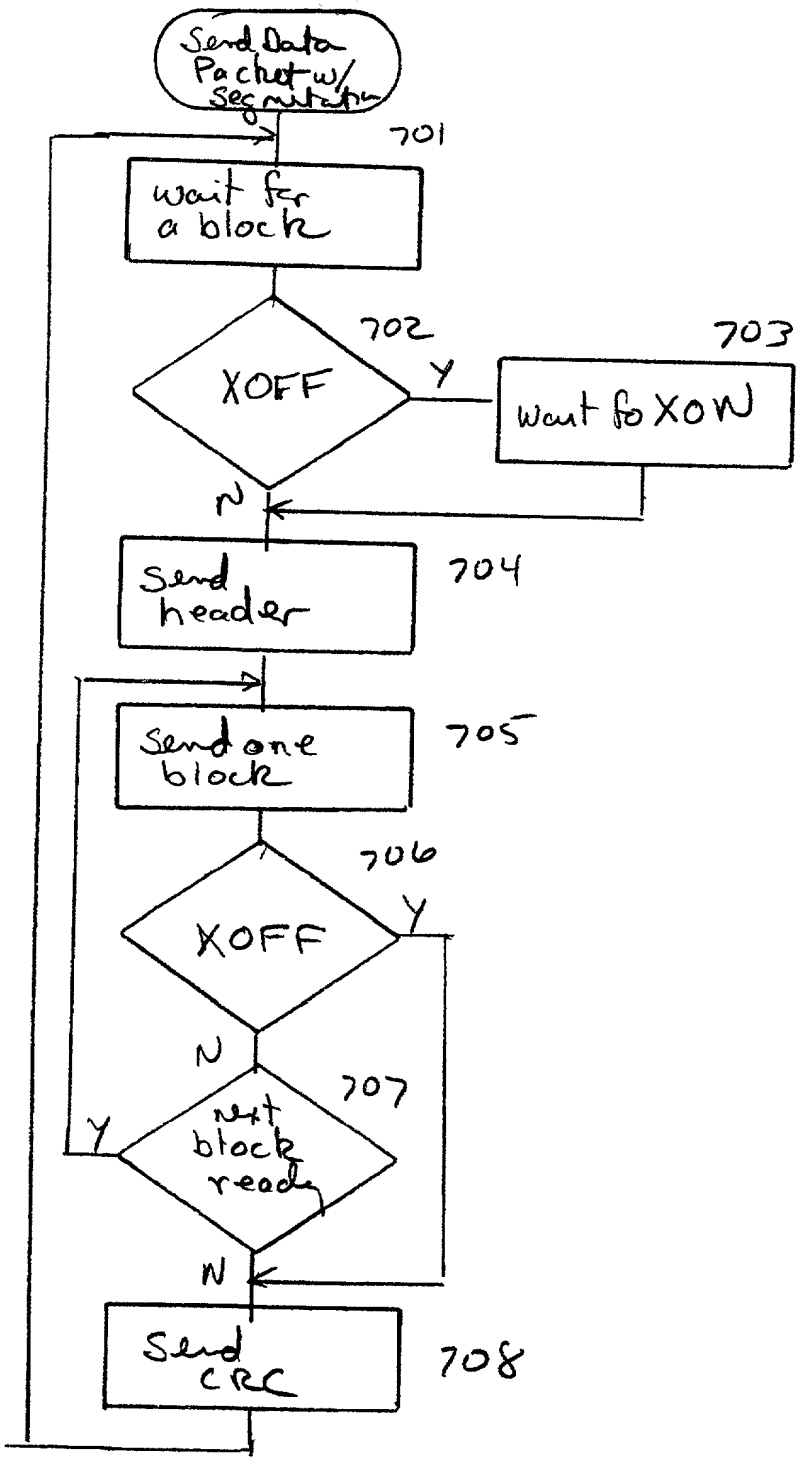

Send Data Packet w/ Segmentation
701
wait for a block
702
XOFF
Y
703
Wait for XON
N
Send header
704
Send one block
705
706
XOFF
Y
N
707
Next block ready
Y
N
Send CRC
708

Fig 7

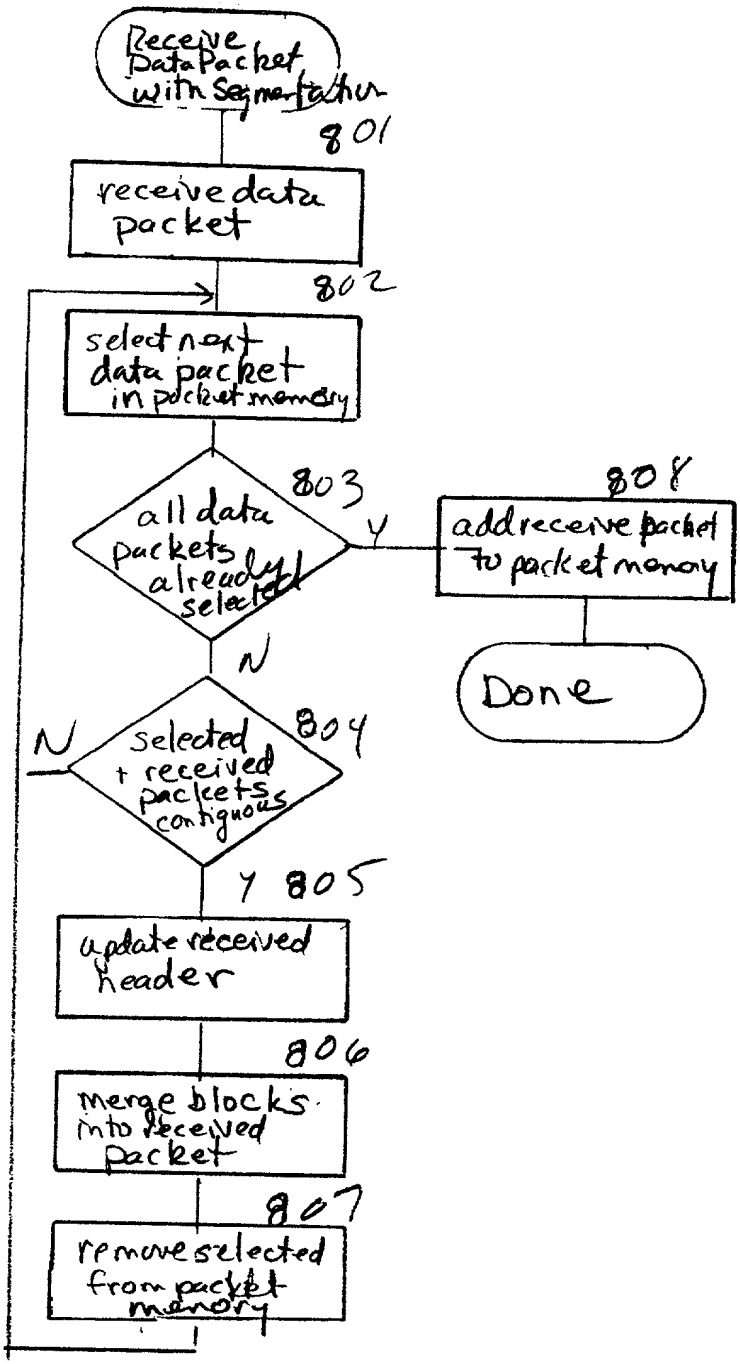
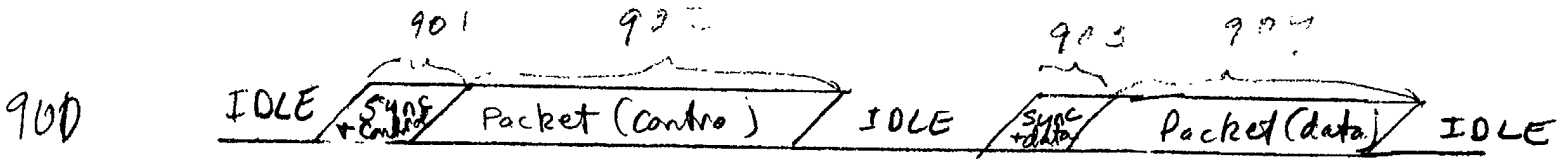

Receive Data Packet with Segmentation
801
receive data packet
802
select next data packet in packet memory
803
all data packets already selected
Y
808
add receive packet to packet memory
Done
N
804
N
selected + received packets contiguous
Y
805
update received header
806
merge blocks into received packet
807
remove selected from packet memory

Fig 8



Sync + packet type

Fig 9A

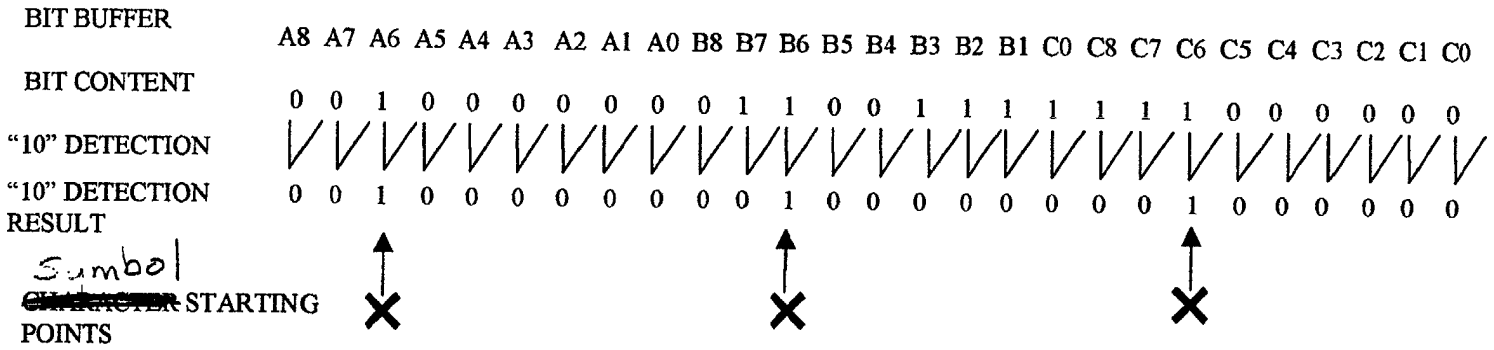

BIT BUFFER
A8 A7 A6 A5 A4 A3 A2 A1 A0 B8 B7 B6 B5 B4 B3 B2 B1 C0 C8 C7 C6 C5 C4 C3 C2 C1 C0
BIT CONTENT
0 0 1 0 0 0 0 0 0 0 1 1 0 0 1 1 1 1 1 1 1 0 0 0 0 0 0
"10" DETECTION
"10" DETECTION RESULT
0 0 1 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0
Symbol
STARTING POINTS

FIG.10

Fig 9B

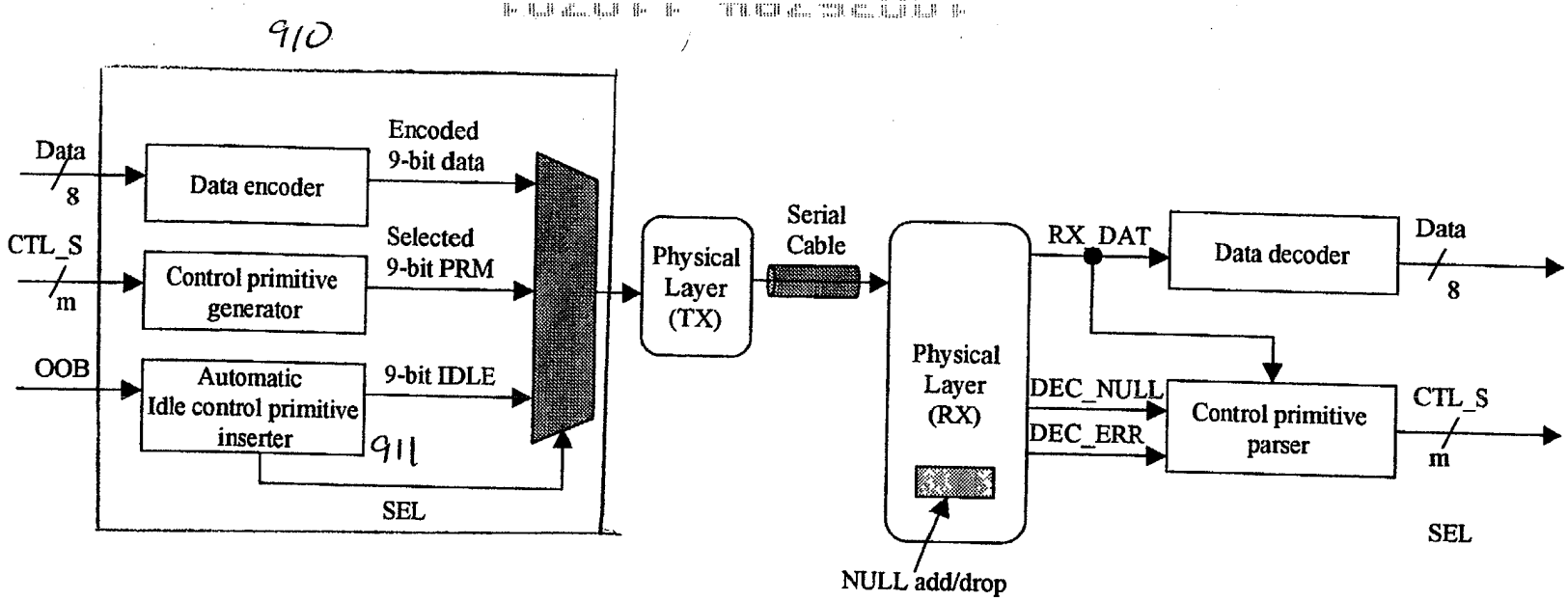


Fig. 9C

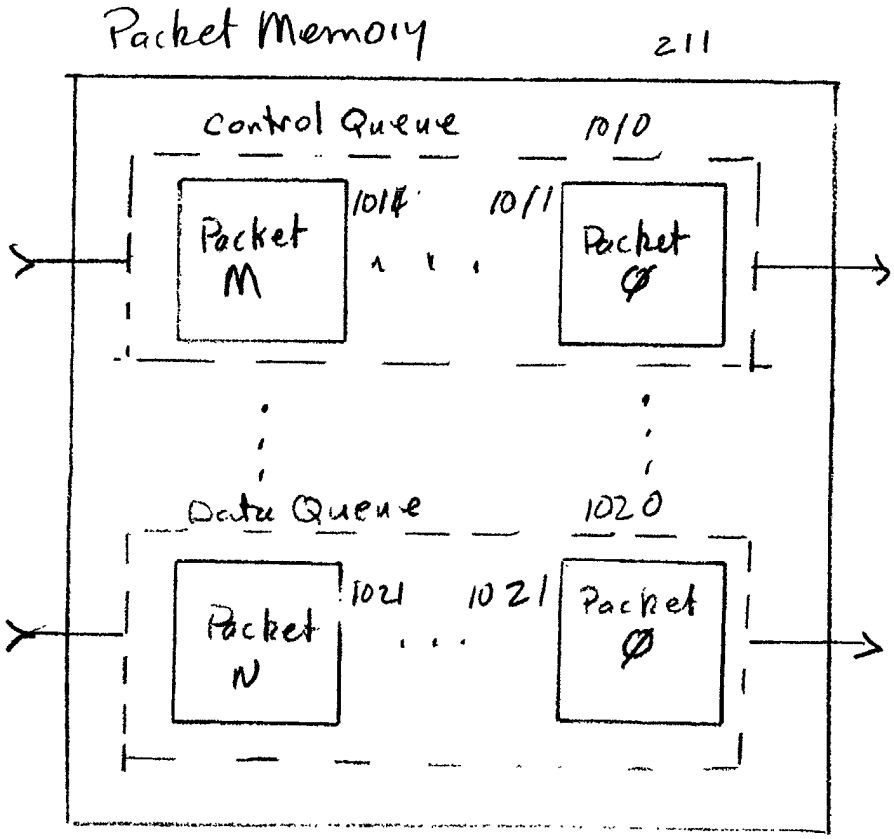


Fig 10

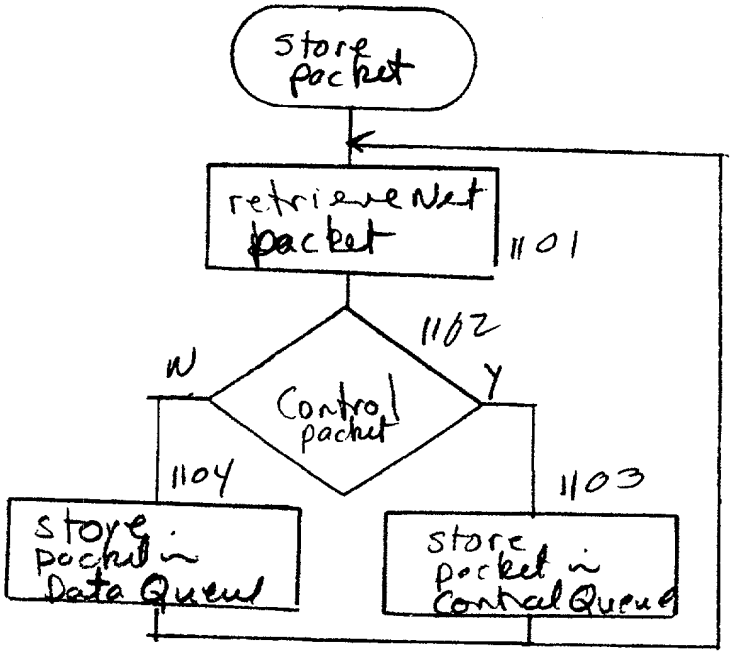

store packet
retrieve Net packet
1101
1102
Control packet
N
Y
1104
1103
store packet in Data Queue
store packet in Control Queue

Fig 11

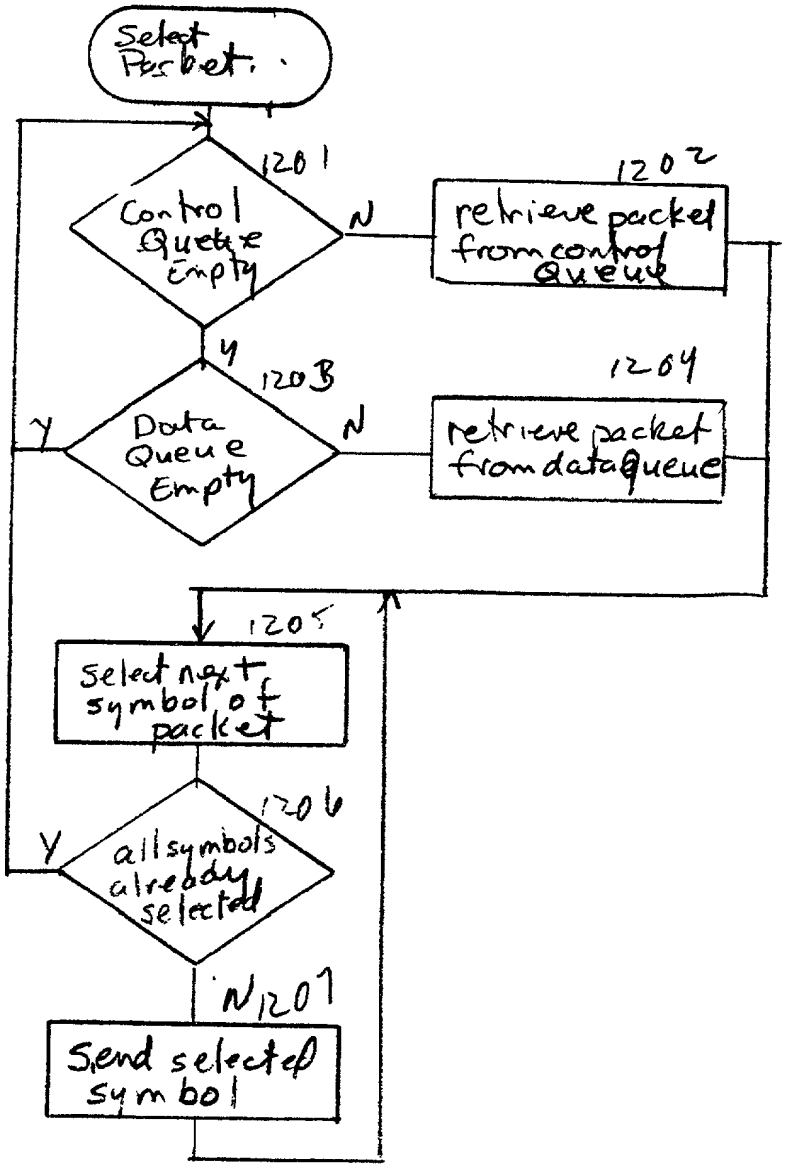

Select Packet
1201
Control Queue Empty
N
1202
retrieve packet from control Queue
Y
1203
Data Queue Empty
Y
N
1204
retrieve packet from data queue
1205
Select next symbol of packet
1206
all symbols already selected
Y
N 1207
Send selected symbol

Fig 12

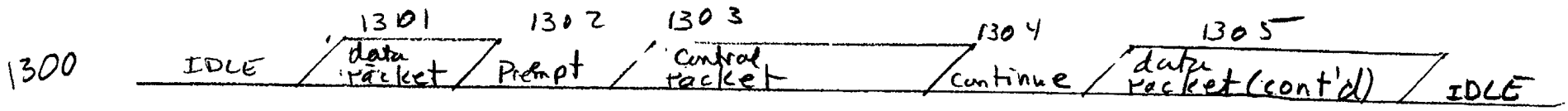

1300
IDLE
1301
data packet
1302
Preempt
1303
Control packet
1304
continue
1305
data packet (cont'd)
IDLE

Fig 13

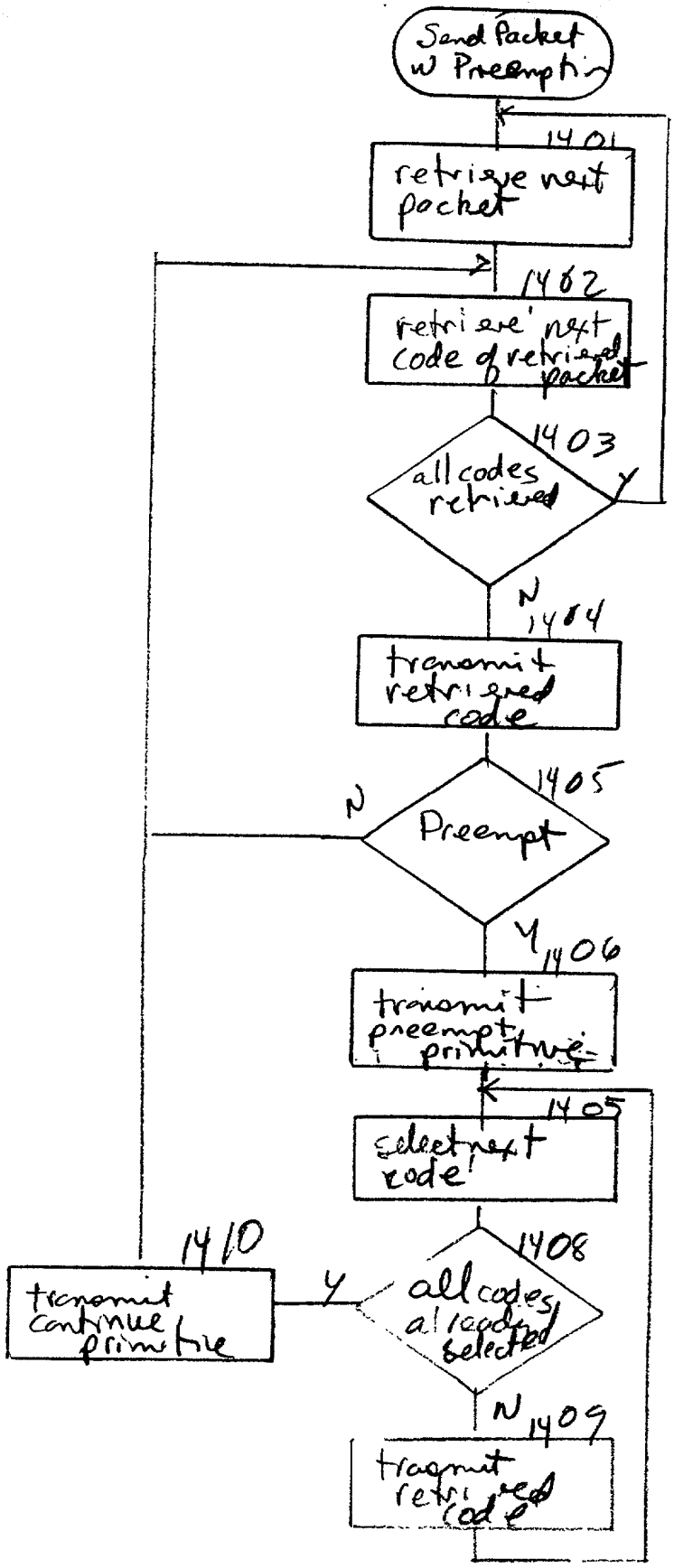

Send Packet w Preempt
1401
retrieve next packet
1402
retrieve next code of retrieved packet
1403
all codes retrieved
Y
N
1404
transmit retrieved code
1405
Preempt
N
Y
1406
transmit preempt primitive
1405
select next code
1408
all codes already selected
Y
1410
transmit continue primitive
N
1409
transmit retrieved code

Fig 14

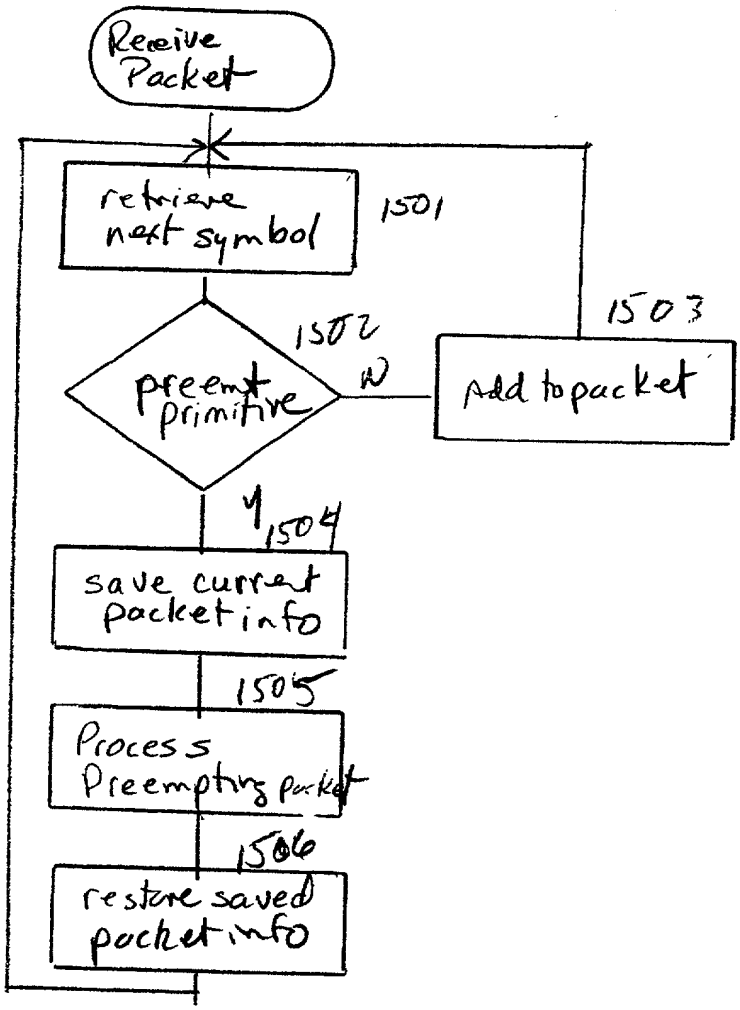

Receive Packet
retrieve next symbol
1501
1502
preempt primitive
N
Add to packet
1503
Y
1504
save current packet info
1505
Process Preempting packet
1506
restore saved packet info

Fig 15

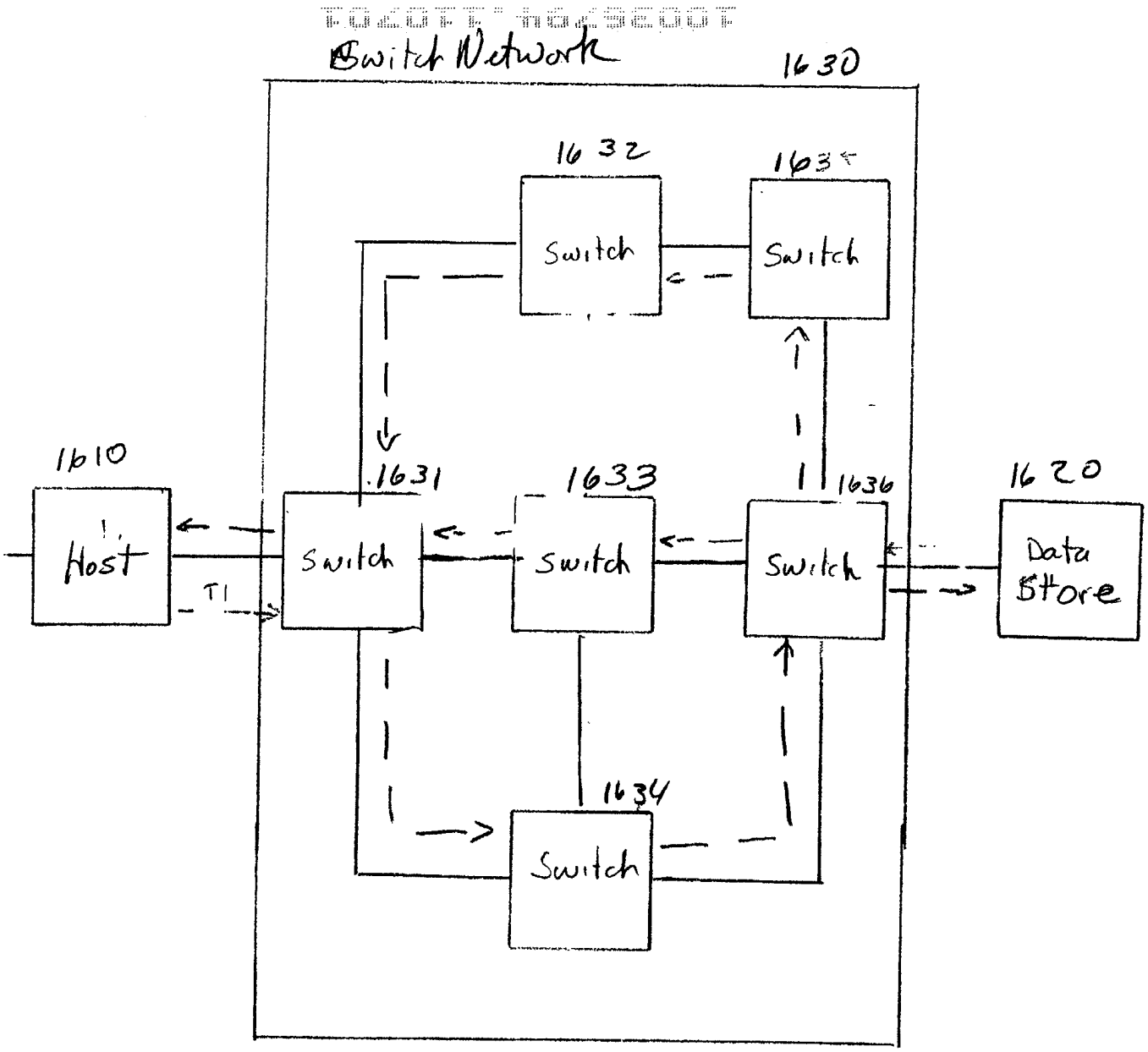

Switch Network
1630
1632
1635
Switch
Switch
1610
1631
1633
1636
1620
Host
Switch
Switch
Switch
Data Store
T1
1634
Switch

Fig 16

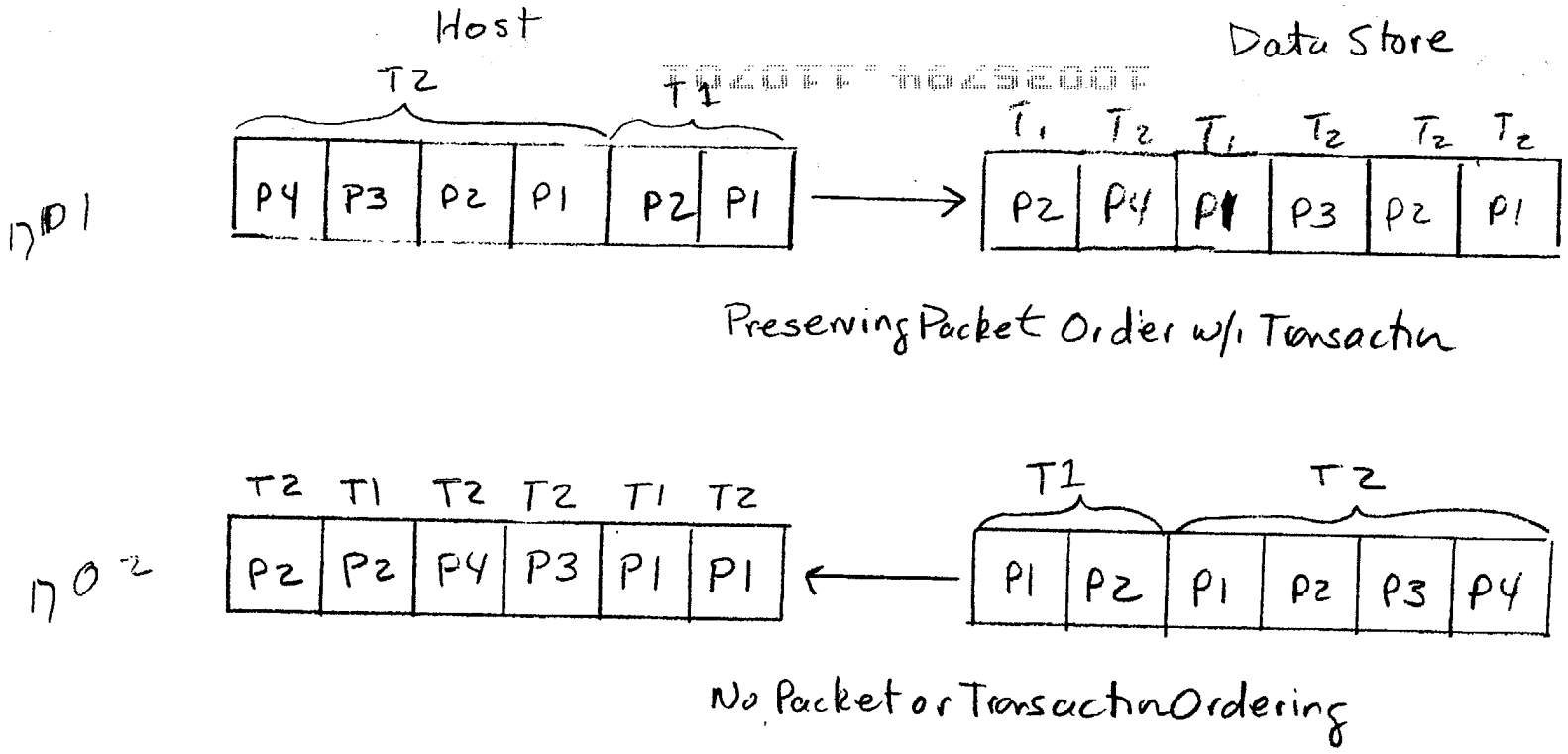

Host
Data Store
T2
T1
P4 P3 P2 P1 P2 P1
P2 P4 P1 P3 P2 P1
Preserving Packet Order w/ Transaction
T2 T1 T2 T2 T1 T2
P2 P2 P4 P3 P1 P1
T1
T2
P1 P2 P1 P2 P3 P4
No Packet or Transaction Ordering

Fig 17

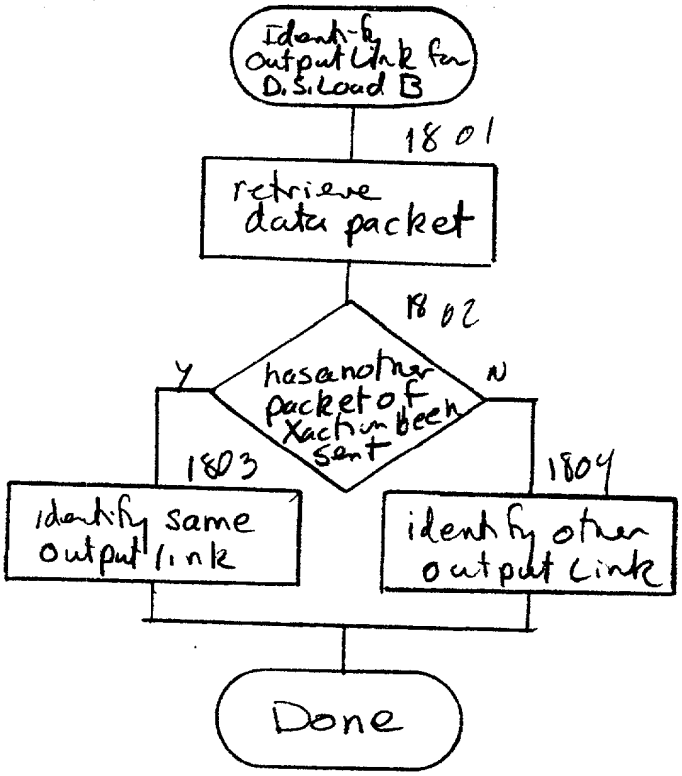

Identify output Link for D.S. Load B
1801
retrieve data packet
1802
has another packet of Xaction been sent
Y
N
1803
identify same output link
1804
identify other output link
Done

Fig 18

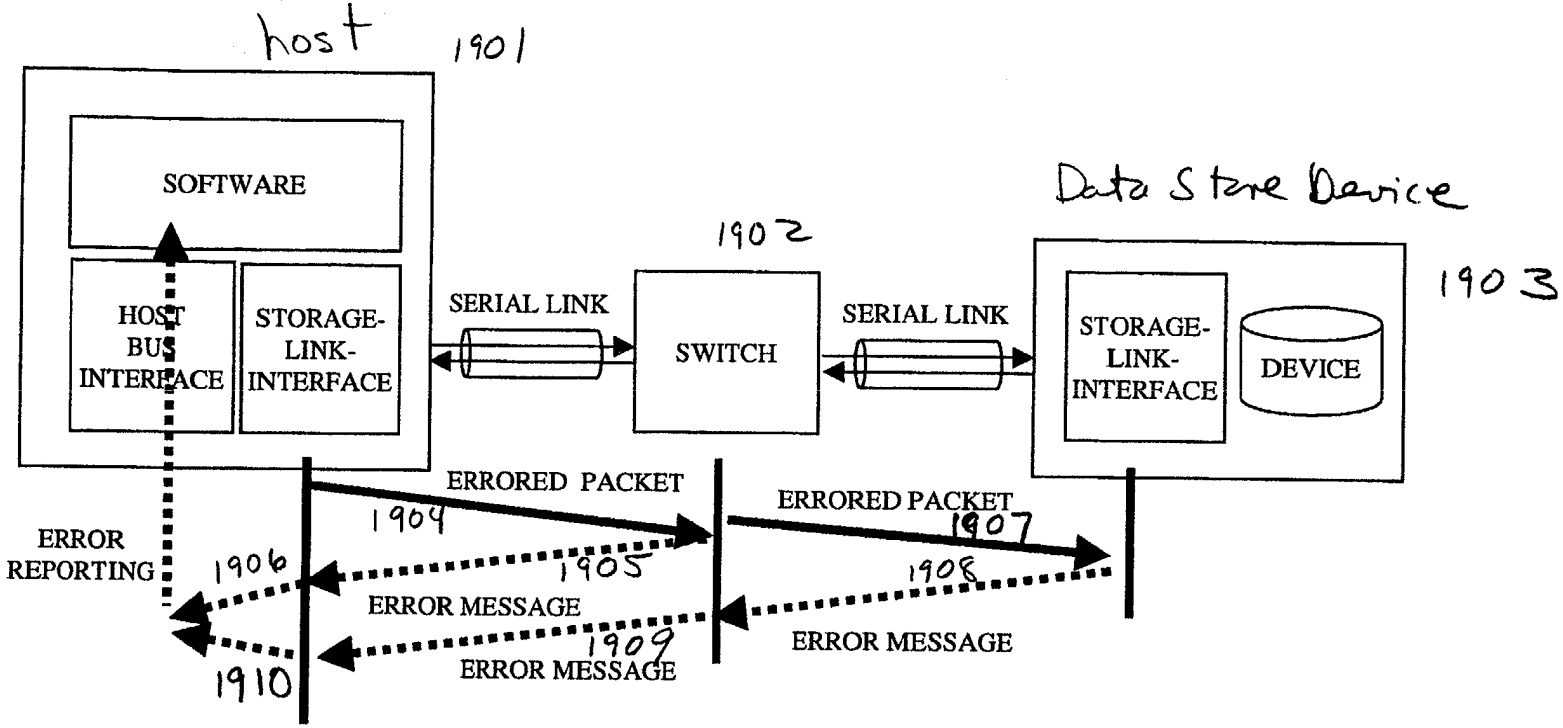

host
1901
SOFTWARE
HOST BUS INTERFACE
STORAGE-LINK-INTERFACE
SERIAL LINK
1902
SWITCH
SERIAL LINK
Data Store Device
1903
STORAGE-LINK-INTERFACE
DEVICE
ERRORED PACKET
1904
ERRORED PACKET
1907
ERROR REPORTING
1906
1905
1908
ERROR MESSAGE
1909
ERROR MESSAGE
1910
ERROR MESSAGE

Fig 19A

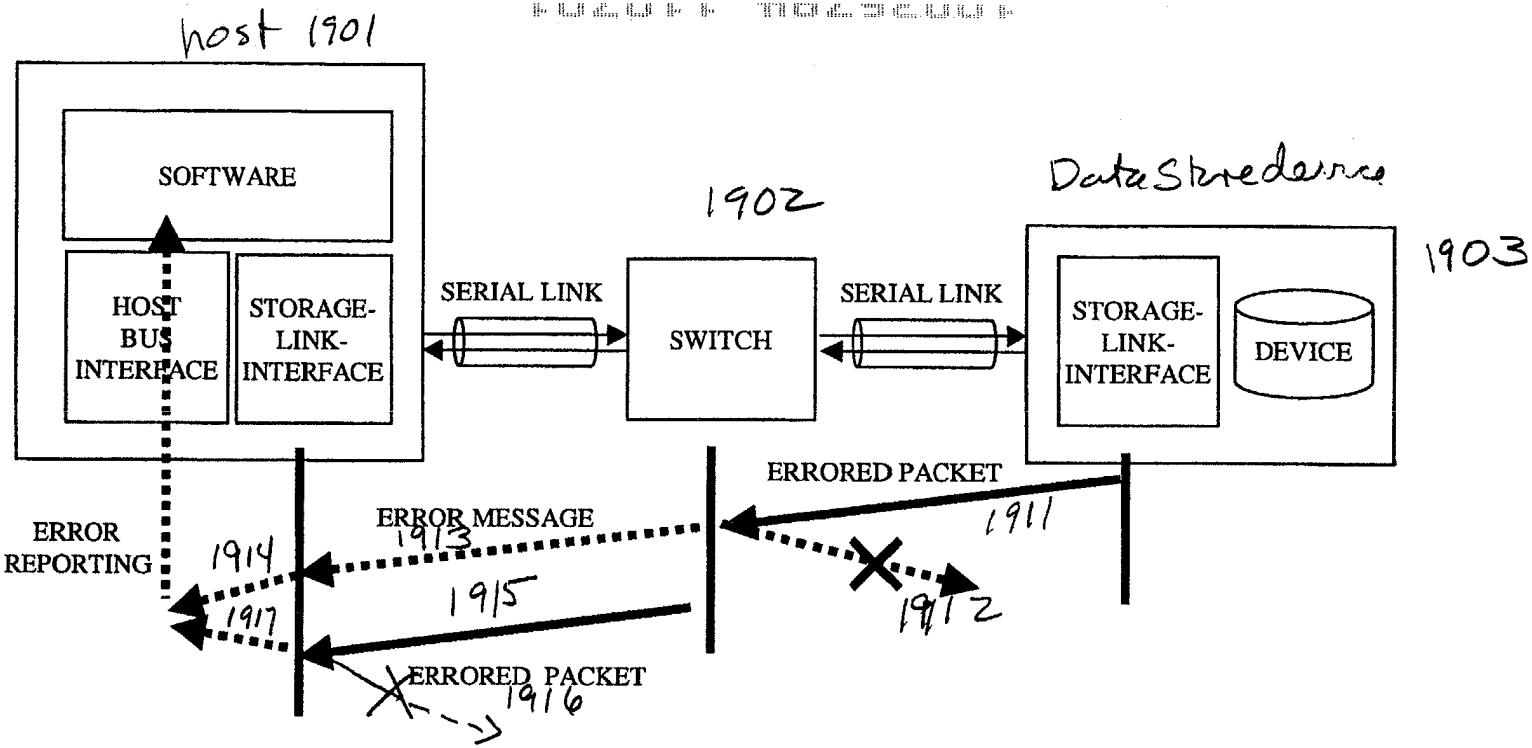
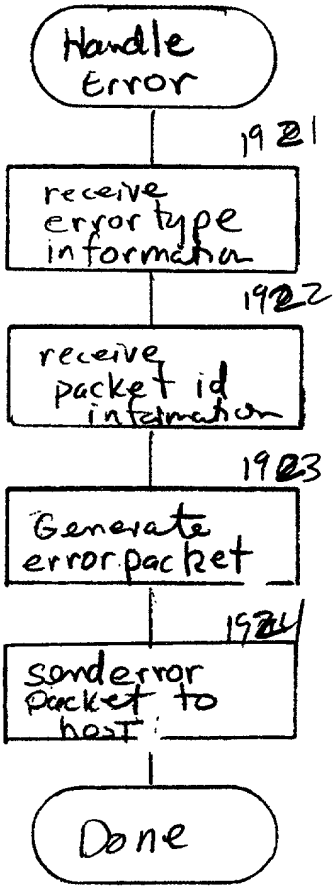


Fig 19B


Handle Error
1921
receive error type information
1922
receive packet id information
1923
Generate error packet
1924
send error packet to host
Done

19C

8b Code	9 bit symbol
0000 0000	101010101
0000 0001	101010100
0000 0010	101010111
⋮	
0101 0101	001010101
⋮	
0111 0110	001110110
0111 0111	100100010
⋮	
1111 1111	110101010

Fig 20

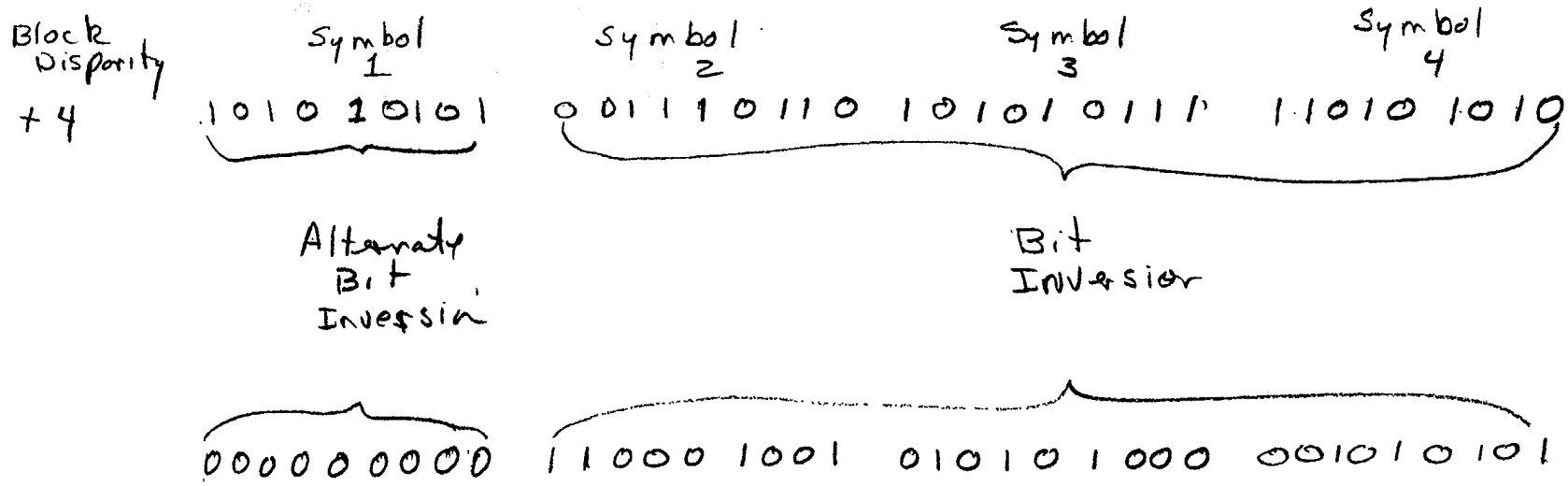

Block Disparity
+4
Symbol 1
Symbol 2
Symbol 3
Symbol 4
1010 10101
001110110 10101 0111
11010 1010
Alternate Bit Inversion
Bit Inversion
0000000000
11000 1001 01010 1000 00101 0101

Fig 21A

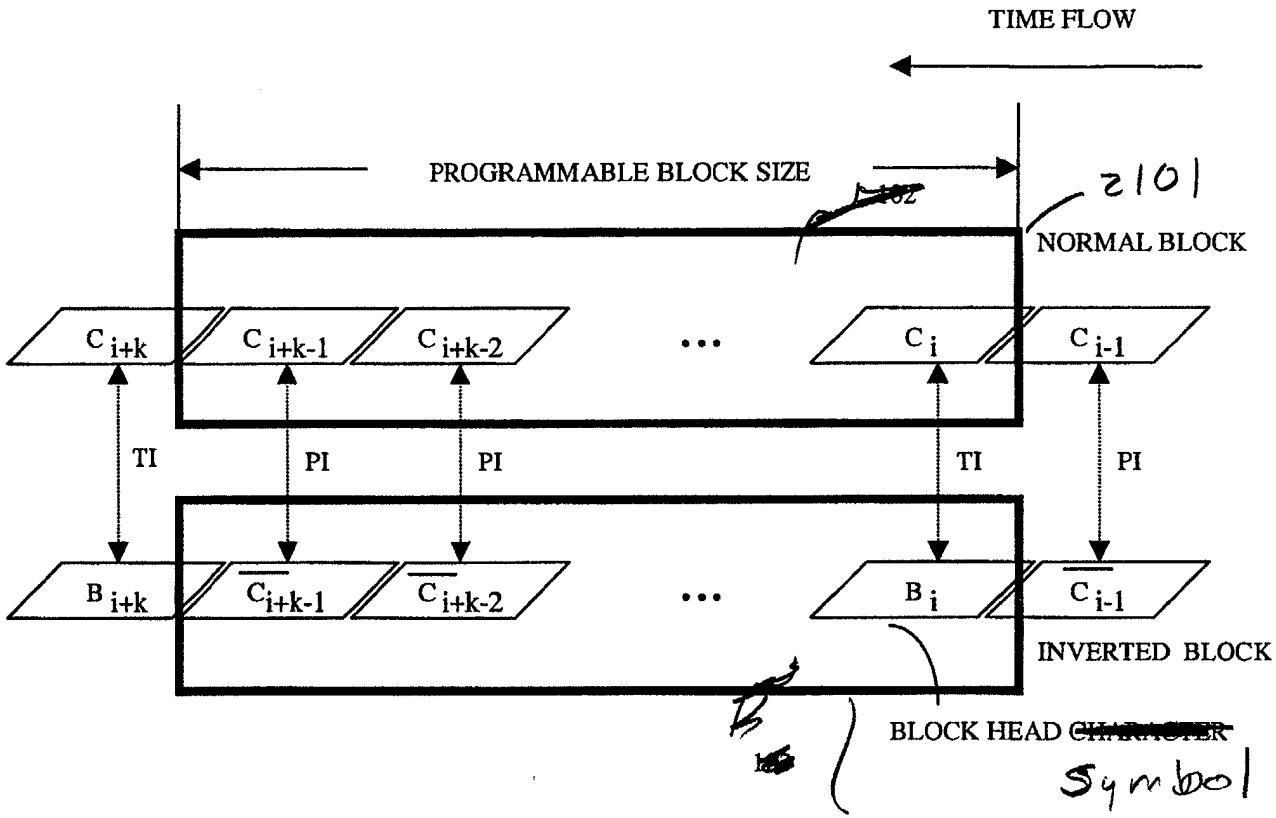

TIME FLOW
PROGRAMMABLE BLOCK SIZE
2101
NORMAL BLOCK
C i+k
C i+k-1
C i+k-2
...
C i
C i-1
TI
PI
PI
TI
PI
B i+k
C i+k-1
C i+k-2
...
B i
C i-1
INVERTED BLOCK
BLOCK HEAD
Symbol
2102

Fig 21B

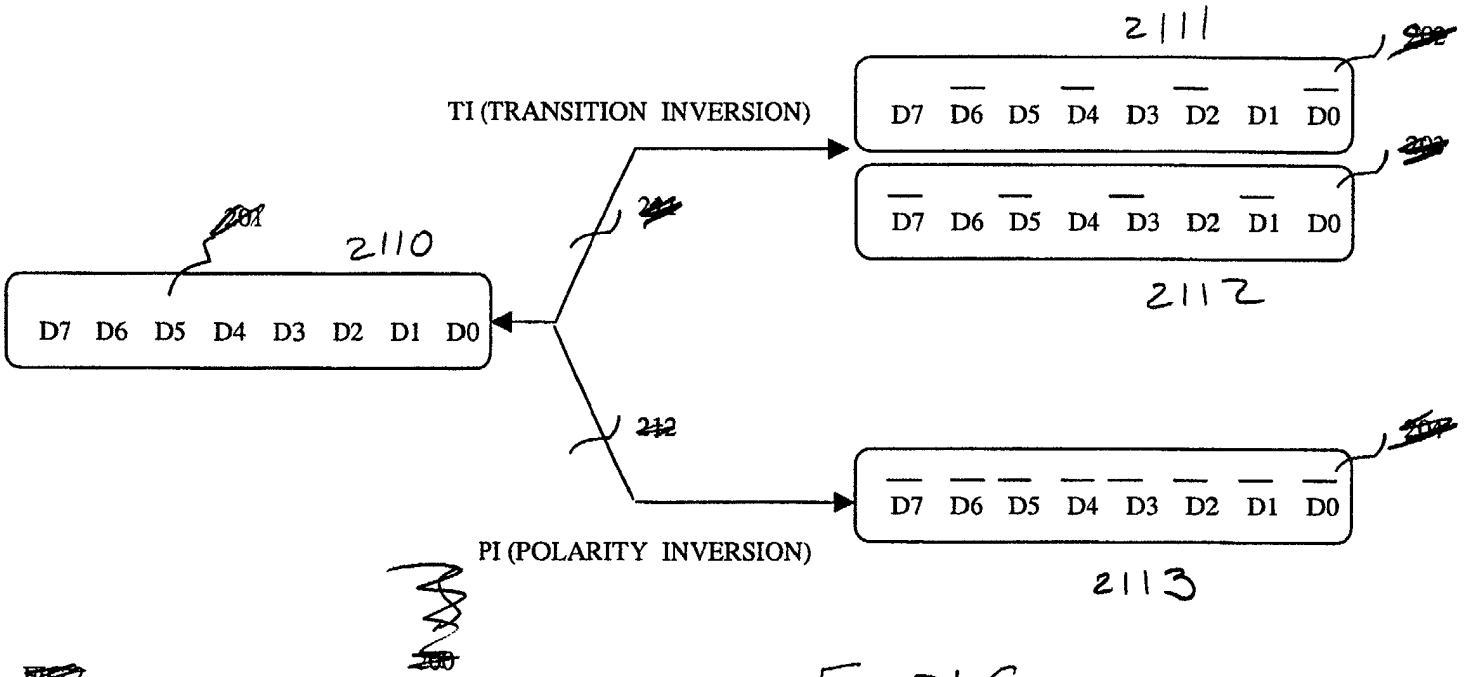

2111
TI (TRANSITION INVERSION)
D7 D6 D5 D4 D3 D2 D1 D0
D7 D6 D5 D4 D3 D2 D1 D0
2112
2110
D7 D6 D5 D4 D3 D2 D1 D0
D7 D6 D5 D4 D3 D2 D1 D0
PI (POLARITY INVERSION)
2113

Fig 21 C

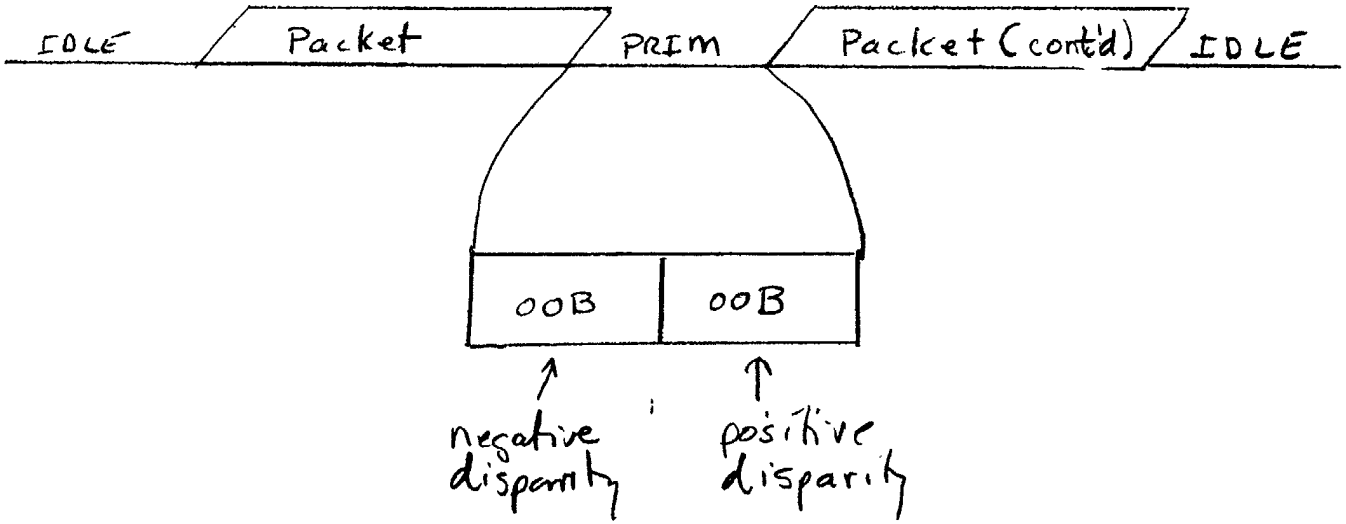


Fig 22

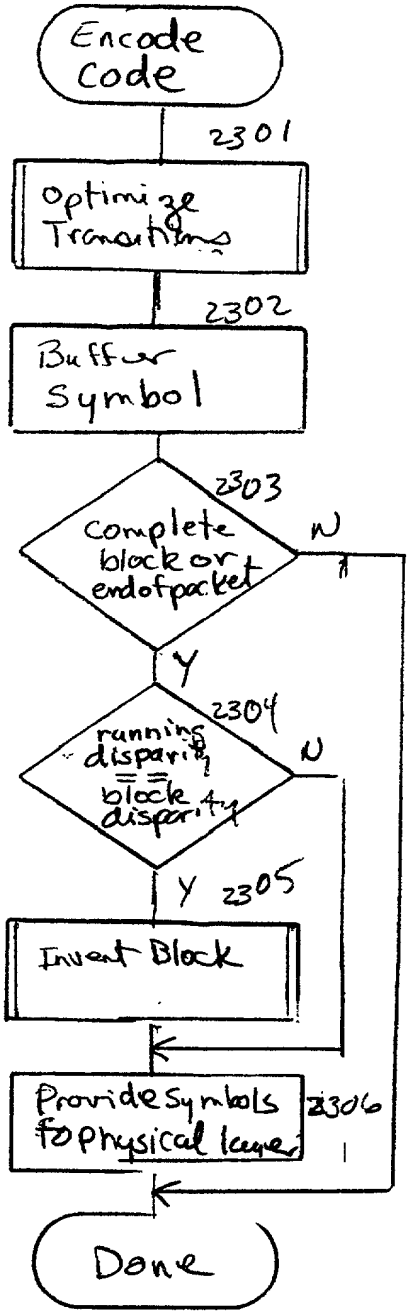

Encode Code
2301
Optimize Transitions
2302
Buffer Symbol
2303
Complete block or endofpacket
N
Y
2304
running disparity = block disparity
N
Y
2305
Invert Block
Provide Symbols to Physical layer
2306
Done

Fig 23

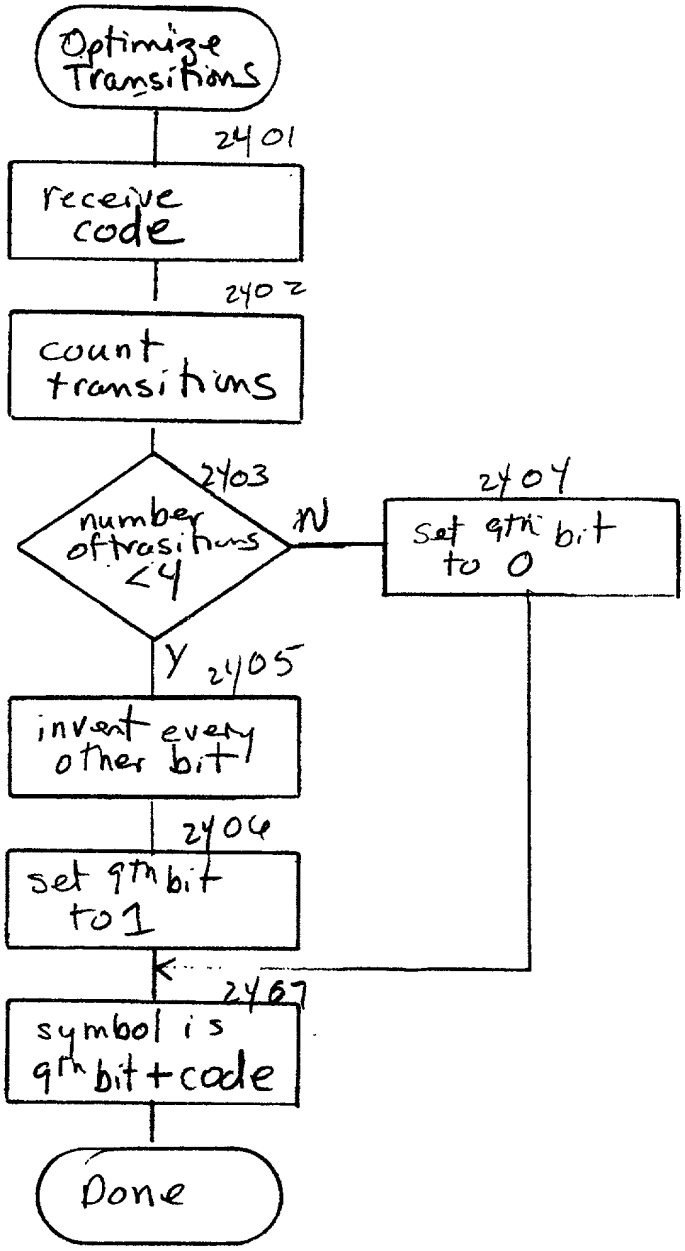

Optimize Transitions
2401
receive code
2402
count transitions
2403
number of trasitions <4
N
2404
set 9th bit to 0
Y
2405
invert every other bit
2406
set 9th bit to 1
2407
symbol is 9th bit + code
Done

Fig 24

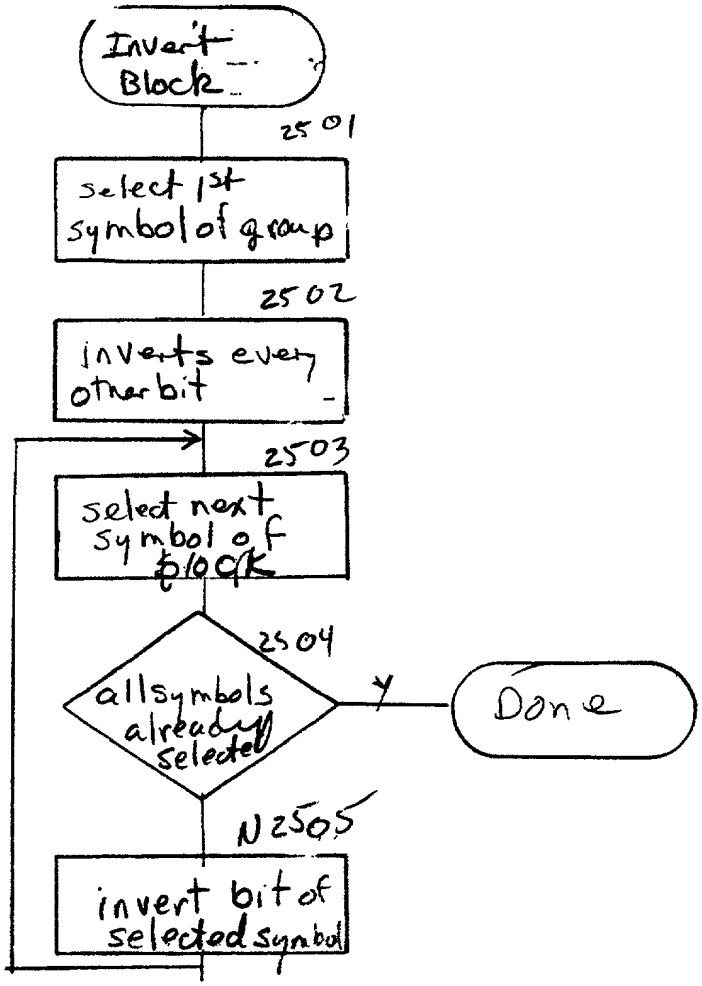

Invert Block
2501
select 1st symbol of group
2502
inverts every other bit
2503
select next symbol of block
2504
all symbols already selected
Y
Done
N
2505
invert bit of selected symbol

Fig 25

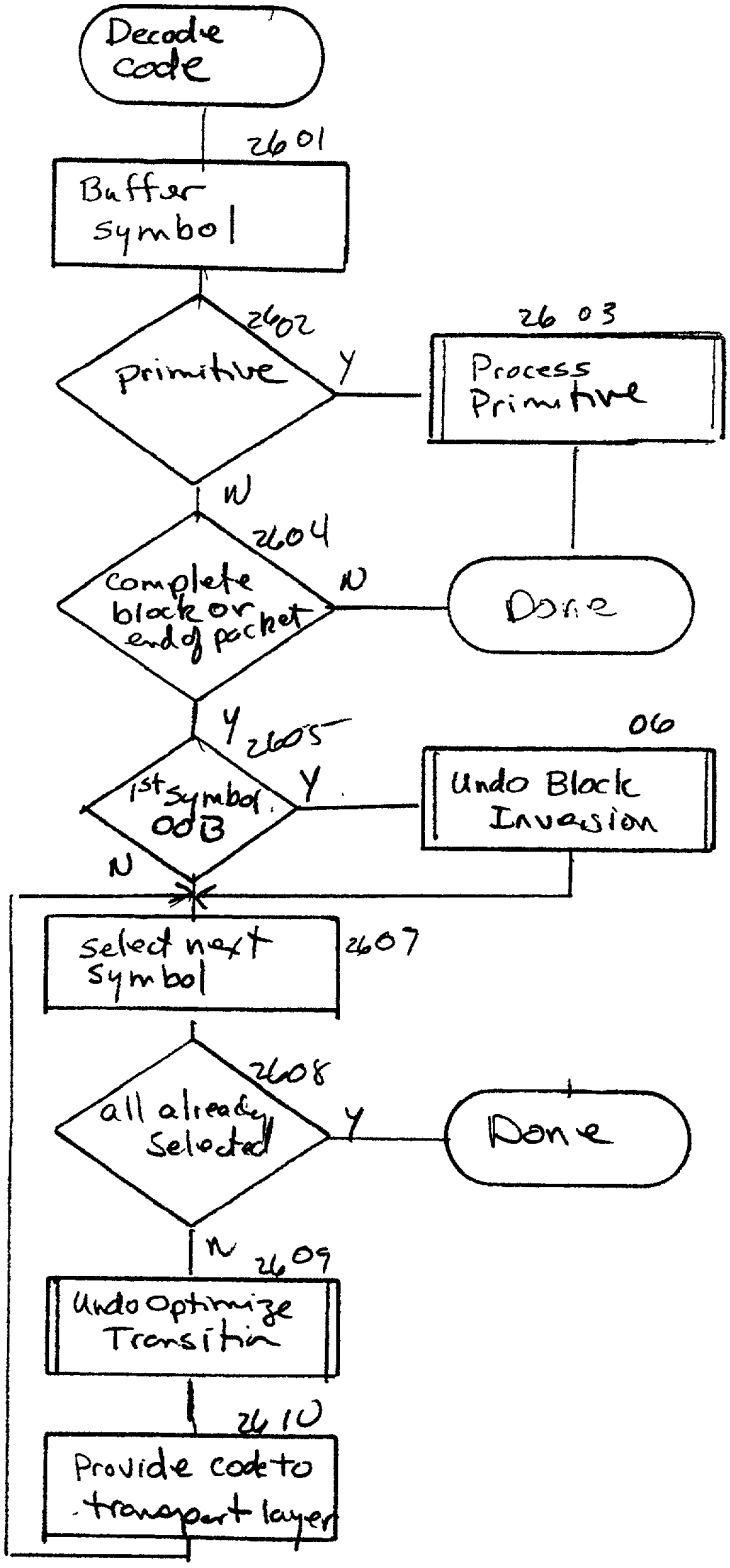

Decode code
2601
Buffer symbol
2602
Primitive
Y
2603
Process Primitive
N
2604
complete block or end of packet
N
Done
Y
2605
1st symbol 00B
Y
06
Undo Block Invasion
N
Select next symbol
2607
2608
all already Selected
Y
Done
N
2609
Undo Optimize Transition
2610
Provide code to transport layer

Fig 26

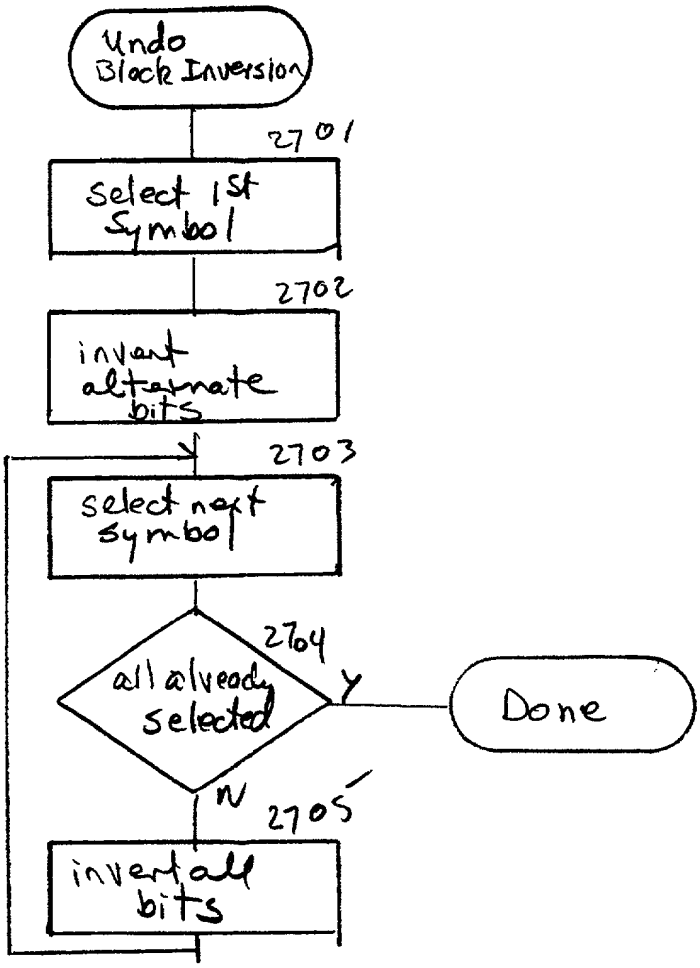

Undo Block Inversion
2701
Select 1st Symbol
2702
invert alternate bits
2703
select next symbol
2704
all already selected
Y
Done
N
2705
invert all bits

Fig 27

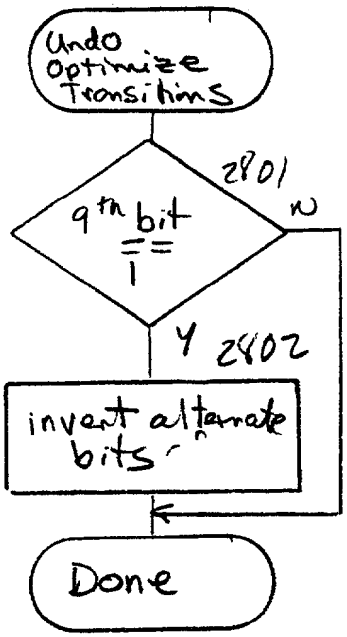

Undo Optimize Transitions
2801
9th bit == 1
N
Y 2802
invent alternate bits
Done

Fig 28

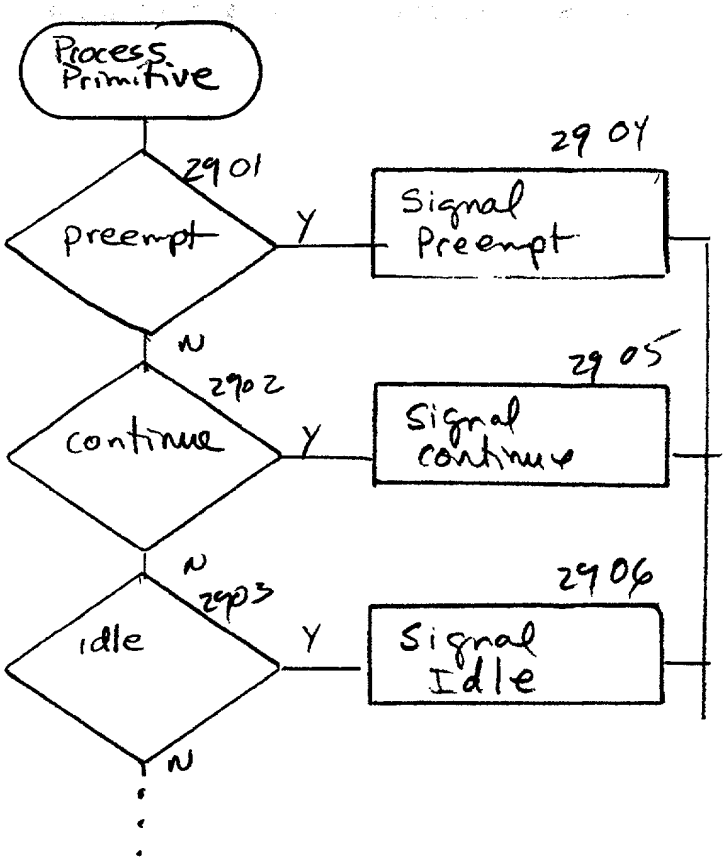
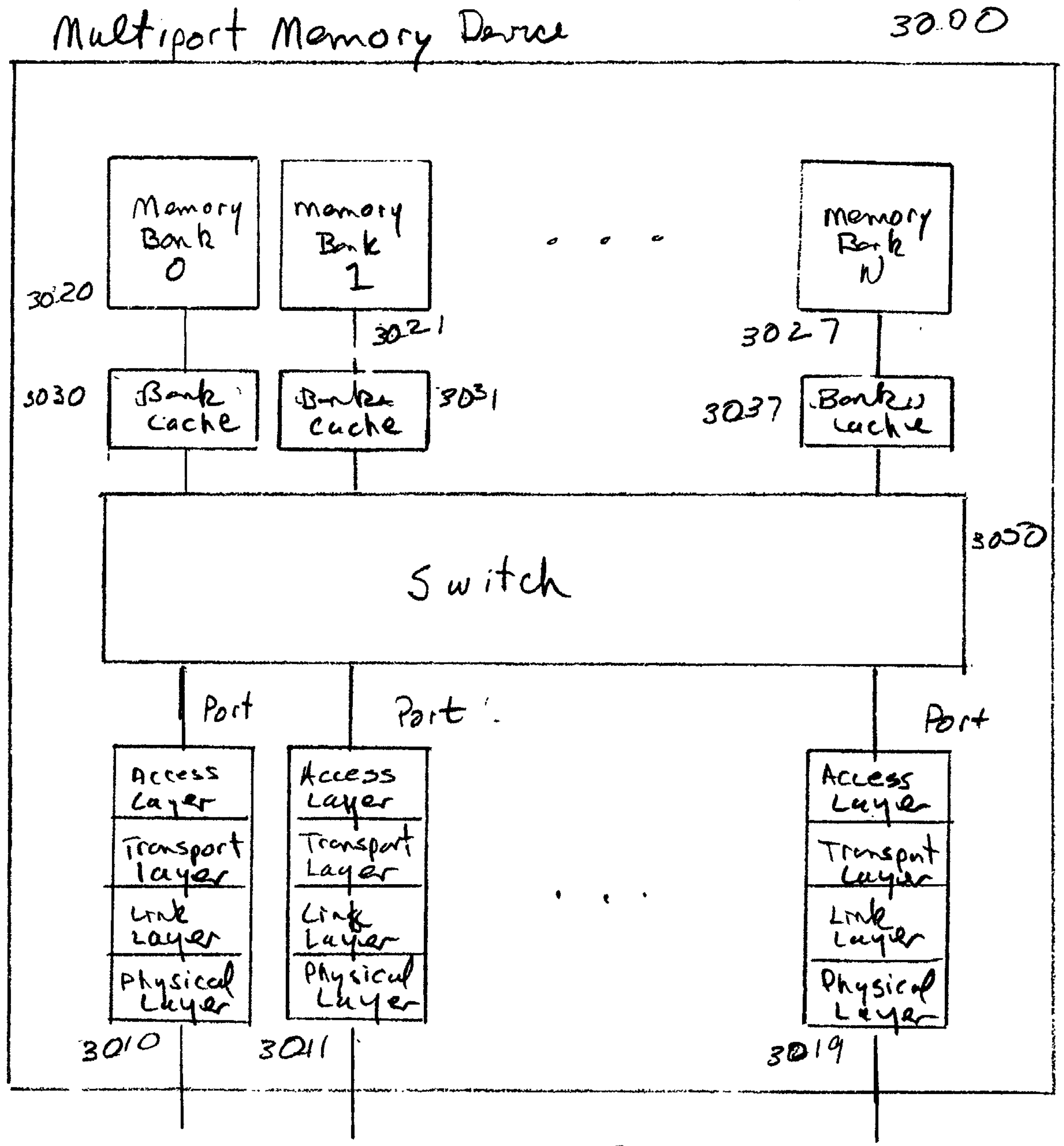

Process Primitive
2901
preempt
Y
2904
Signal Preempt
N
2902
continue
Y
2905
Signal continue
N
2903
idle
Y
2906
Signal Idle
N

Fig 29



Multiport Memory Device
3000
Memory Bank 0
Memory Bank 1
Memory Bank N
3020
3021
3027
Bank Cache
Bank Cache
Bank Cache
3030
3031
3037
Switch
3050
Port
Port
Port
Access Layer
Transport Layer
Link Layer
Physical Layer
Access Layer
Transport Layer
Link Layer
Physical Layer
Access Layer
Transport Layer
Link Layer
Physical Layer
3010
3011
3019

Fig 30

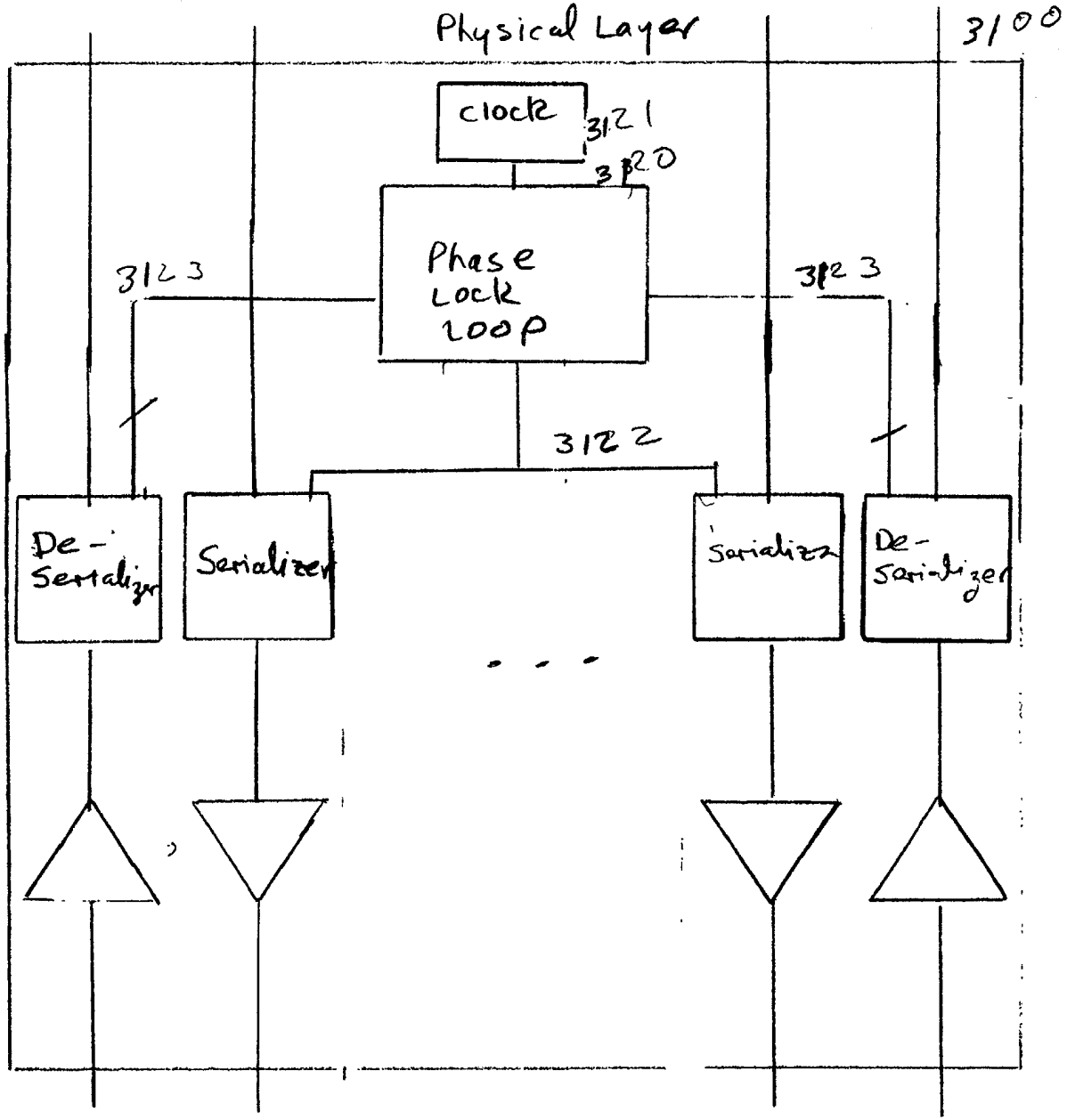

Physical Layer
3100
clock
3121
3120
Phase Lock Loop
3123
3123
3122
De-Serializer
Serializer
Serializer
De-Serializer
RxO
TxO
RxN
TxN
3110
3119

Fig 31